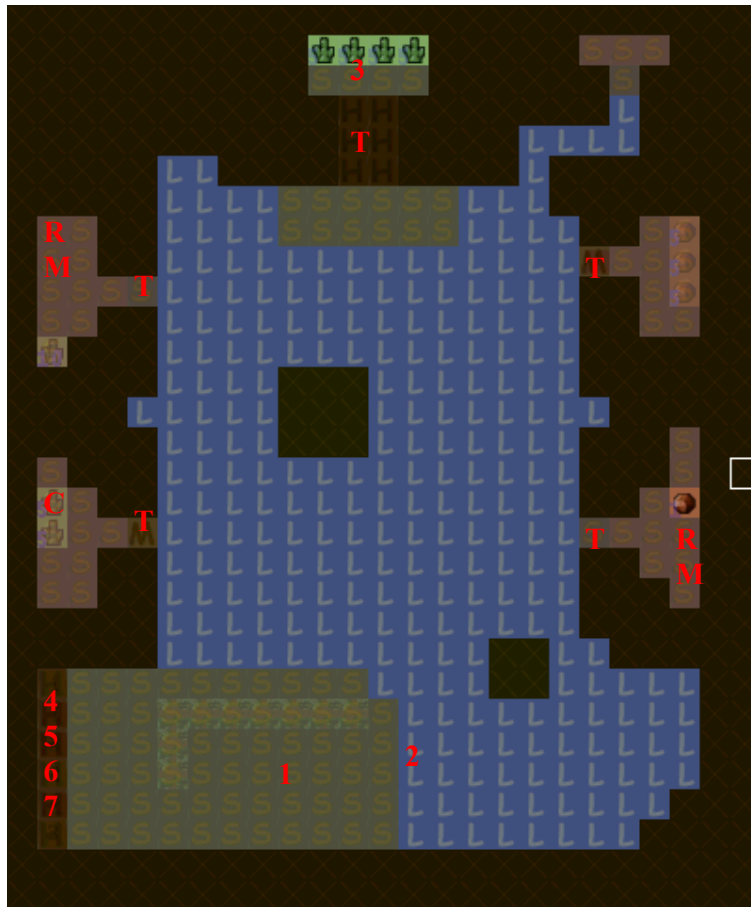


The Water Cavern



Key:

- 1 Base: Comprises of Powerstation, Teleporter, Docks and barracks.
- 2 Small Catamaran
- 3 The main objective – reach those crystals.
- 4,5,6,7 Rock monsters emerge points when triggered.
- T Triggers.
- RM Sleeping Rock monsters.

Story:

You are in a large underground cavern, predominantly filled with water. The crystals needed (3) can be openly seen from the start but are obstructed by hard wall. Dynamite cannot be used on this level because the area is full of weak seams. Therefore the RR must use his small catamaran to obtain raw materials from the four caves. When enough materials have been gained, the small catamaran can be upgraded to a large catamaran, and any vehicle that can break through hard rock can then be built. The RR must then transport the vehicle over to the hard rock area. Note: every time the RR enters the tunnels, a RM will emerge from points 4-7. If the user quickly realises this he can reinforce the walls to stop further damage.

Failure:

If the Rock Monsters destroy the base.

Problems with current design:

The small or large catamaran cannot carry anything at present.

Apparently the large and small catamaran needs a dock at the start and the end of its journey.

Alternatively to get around this problem.

User does not have barracks, docks or catamaran and dynamite is allowed. The RR has to ferry back and forth the materials using a hoverboard to build the path(s) and barracks, and then carry the dynamite over to the hard rock area to gain access to the crystals.